

**METHOD AND APPARATUS FOR PERFORMING SUB-PICTURE LEVEL
SPLICING BASED ON INTERRUPTS**

ABSTRACT OF THE DISCLOSURE

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[192] Techniques to effectuate splicing at sub-picture level. In one aspect, splicing is effectuated via an interrupt generated after each splice has occurred. The interrupt may be generated by either the hardware designated to perform splicing or other peripheral hardware.

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The interrupt may be provided to a controller, which then performs the necessary processing to effectuate the next splice (e.g., load a new PID value for the next splice into the hardware register). The interrupts required for splicing may be generated in various manners, and typically depends on the specific design of the splicing and/or peripheral hardware. In one simple design, the splicing hardware generates an interrupt after each splice. Other mechanisms may also be used to generate the interrupt. For example, (e.g., scrambled audio)

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packets may be inserted into a transport stream and used to cause the hardware to generate an interrupt each time the packet is detected.